

IN THE CLAIMS

1. (Cancelled)

2. (Currently Amended) The method according to claim 46, wherein the step of determining if the location of the information in the request from the client is not on a server includes transferring the current valid session id from a central storage system.

3. (Currently Amended) The method according to claim 46, further comprising the step of establishing a SSL session with the client to the server that contains the requested information.

4. (Currently Amended) The method according to claim 46, further comprising the steps of:

selecting a server that contains the information being requested by the client, wherein the selection is based on whether or not the server has currently established a SSL session with the client; and
assigning the client to the server selected.

5. (Currently Amended) The method according to claim 46, wherein the step of receiving a request for a SSL session includes receiving a SLL request over a wireless network.

6. (Currently Amended) ~~A~~The method of claim 1, further on an information processing system for Secured Socket Layer (SSL) management, including at least one load dispatching processor and at least two servers, comprising the steps of:

receiving a request for a SSL session to transfer information with a client;

determining that if the request from the client has a current valid session id; and

determining if a location of the information in the request from the client

is not on a server which is used for the current valid session id, and if the location of the information is not on the server which is used for the current valid session id, then transferring the current valid session id from the server that is used for the current valid session id to a server that contains the requested information;

transferring the valid session id information that exists between a first server and a client, to a second server that contains the information being requested by the client;

waiting for the transference of the session id information between the first server that contains valid session id information and the second server; and

completing the waiting for the transference of the session id information between the first server and the second server in less time than it would have taken to build valid session id information between the client and the second server directly.

7. (Cancelled)

8. (Currently Amended) A The method of claim 7, further on an information processing system for Secured Socket Layer (SSL) management, including at least one load dispatching processor, at least two servers, and at least one client requesting a SSL session comprising the steps of:

receiving a request for a continuance of the SSL session to transfer information with a client;

sending a request to client for responding to a request from the load dispatching processor for a current valid session id;

receiving sending to the load dispatching processor, the current valid session id;

completing the of the SSL setup by transferring the current valid session id to a server holding information to transfer as requested by the client;

transferring the valid session id information that exists between a first server and a client, to a second server that contains the information being

requested by the client;

waiting for the transference of the session id information between the first server that contains valid session id information and the second server;
and

completing the waiting for the transference of the session id information between the first server and the second server in less time than it would have taken to build valid session id information between the client and the second server directly.

9. (Currently Amended) A method of claim 78, wherein the step of sending a request for a SSL session by the client is caused by the requirement for secure information exchange.

10. (Currently Amended) A method of claim 78, wherein the step of sending a request for a SSL session by the client is caused by the requirement for a private information exchange.

11. (Currently Amended) An information processing system for shared Secured Socket Layer (SSL) management comprising:

a network interface for coupling at least one client system;

a local network for coupling two or more servers for serving information accessible by each of the servers to the one or more client systems over the network interface, wherein each server includes an interface to a repository of SSL session keys; and at least one load dispatching processor, coupled to the local network, for performing:

~~sending requests for information from the at least one client system that have a current valid session id to one of the two or more servers so that the server receiving the requests is not a server in which a current valid session id exists with the at least one client system~~

receiving a request for a SSL session to transfer information with a client;

determining that if the request from the client has a current valid

session id; and

determining if a location of the information in the request from the client is not on a server which is used for the current valid session id, and if the location of the information is not on the server which is used for the current valid session id, then transferring the current valid session id from the server that is used for the current valid session id to a server that contains the requested information;

transferring the valid session id information that exists between a first server and a client, to a second server that contains the information being requested by the client;

waiting for the transference of the session id information between the first server that contains valid session id information and the second server; and

completing the waiting for the transference of the session id information between the first server and the second server in less time than it would have taken to build valid session id information between the client and the second server directly.

12. (Original) The information processing system according to claim 11, wherein the at least one load dispatching processor includes an interface to a centralized repository for storing the session keys for each of the two or more servers.

13. (Original) The information processing system according to claim 12, wherein the local network includes a back plane and at least two servers are coupled to the back plane.

14. (Currently Amended) A computer readable storage medium containing programming instructions for Secured Socket Layer (SSL) management, including at least one load dispatching processor and at least two servers, the programming instructions comprising:

receiving a request for a SSL session to transfer information with a

client;

determining that if the request from the client has a current valid session id; and

determining if a location of the information in the request from the client is not on a server which is used for the current valid session id, and if the location of the information is not on the server which is used for the current valid session id, then transferring the current valid session id from the server that is used for the current valid session id to a server that contains the requested information;

transferring the valid session id information that exists between a first server and a client, to a second server that contains the information being requested by the client;

waiting for the transference of the session id information between the first server that contains valid session id information and the second server;
and

completing the waiting for the transference of the session id information between the first server and the second server in less time than it would have taken to build valid session id information between the client and the second server directly.

15. (Original) The computer readable storage medium according to claim 14, wherein the programming instruction of determining if the location of the information in the request from the client is not on a server includes transferring the current valid session id from a central storage system.

16. (Original) The computer readable storage medium according to claim 15, further comprising the programming instruction of establishing a SSL session with the client to the server that contains the requested information.

17. (Original) The computer readable storage medium according to claim 14, further comprising the programming instruction of:
selecting a server that contains the information being requested by the

client, wherein the selection is based on whether or not the server has currently established a SSL session with the client; and
assigning the client to the server selected.

18. (Original) The computer readable storage medium to claim 14, wherein the programming instruction of receiving a request for a SSL session includes receiving a SLL request over a wireless network.